INSTRUCTION MANUAL

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

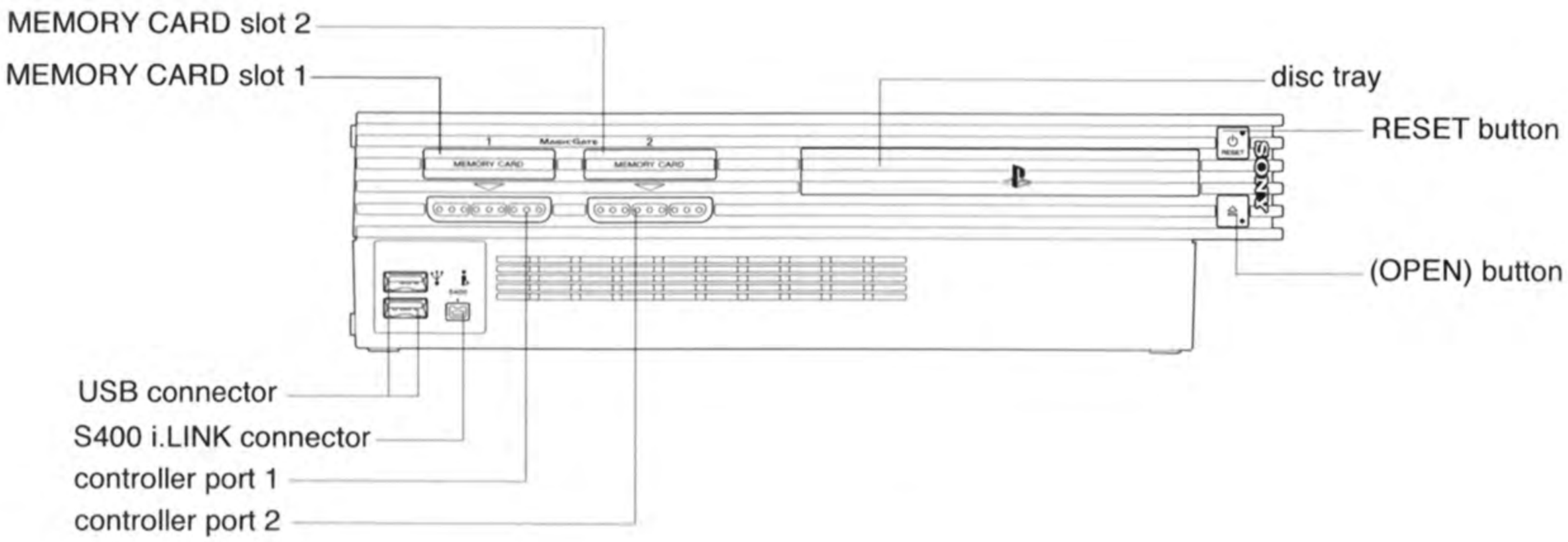
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CONTENTS

Loading 2
Starting Up 3
Introduction 4
Controls 6
Playing a Game 9
- Calling Plays 10
- Game Types 12
  - Exhibition 12
  - Season 12
  - Playoffs 14
  - Simulations 15
  - Pause Options 16
  - Practice 17

Quarterback Challenge 18
General Manager 21
Trade Players 22
Free Agency 22
Depth Charts 23
Create A Player 23

LOADING



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the NFL QB CLUB™ 2002 disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

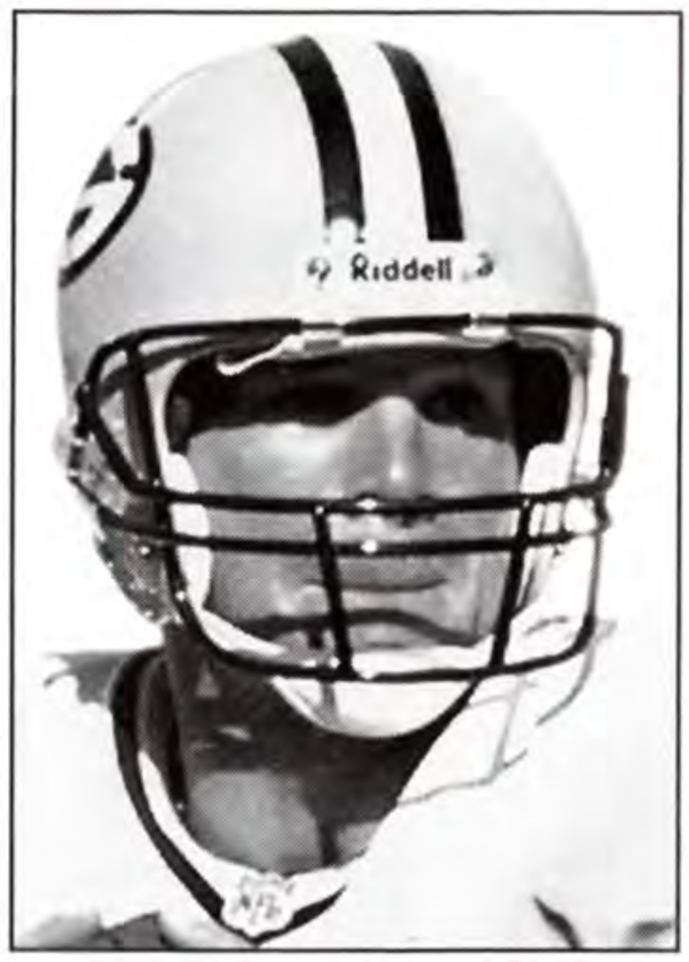
If you wish to save your game, insert a Memory Card (8MB) (for PlayStation®2) (sold separately) into MEMORY CARD slot 1.

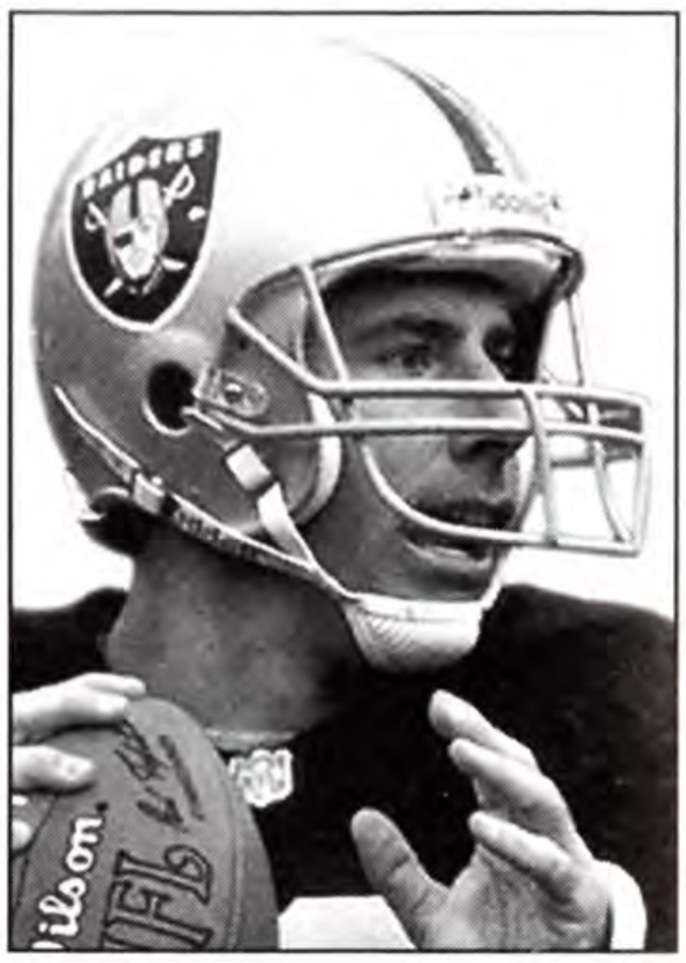
Note: NFL QB CLUB™ 2002 is for up to 4 players. In order to play with 4 players, you must connect a Multitap (for PlayStation®2) (sold separately) to Controller port 1.

STARTING UP

DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS

INTRODUCTION





Friends and fans, welcome once again to another great season of football with ***NFL QB Club™ 2002****. Are you ready to kick some serious butt this year? Because we're giving you everything you need to do it! Wait 'til you take on the best quarterbacks in the business in the all-new Quarterback Challenge mode, where you put your reputation for having top skills on the line. Maybe you'll start off gradually in Practice mode, play a few Exhibition games then take on a whole Season of challenges. Or maybe you can't wait to get to the excitement of Playoff games. You can't go wrong no matter which way you go. And if you enjoy the behind-the-scenes moves that make the football world spin, take on all the duties of a General Manager, including setting rosters and making trades. Climb into Create A Player mode and build the player of your dreams. The only limit is your ambition and imagination. Time to get back on the field, so be good and I'll catch you at the 50.*

GETTING STARTED

At the title screen, press the START **button**. You will come to the Main Menu.

Game Type Access Exhibition, Season, Playoffs, Practice, or Simulation modes.

Quarterback Challenge Enter the Quarterback Challenge and test your skills.

General Manager Access GM functions: Trade Players, Free Agency, Depth Charts and Create A Player.

Game Options Adjust a wide variety of game settings.

Credits View the talented team behind **NFL QB CLUB™ 2002.**

GAME OPTIONS

Before you enter a game mode, set up these options:

Difficulty	Choose Rookie, Pro or All-Pro skill levels.
Penalties	Choose to play with penalties called **(ON)** or not **(OFF)**.
Fatigue	Play with realistic fatigue factor **(ON)** or not **(OFF)**.
Injuries	Play with realistic injuries **(ON)** or not **(OFF)**.
Vibration	Play with controller feedback **(ON)** or not **(OFF)**.
Player ID	Choose how players are identified on screen.
Audibles	Choose to play using Normal (standard) or Hyper audibles.
Sound	Set sound quality to Stereo or Mono.
SFX Volume	Adjust SFX volume with the slider.
Commentary Volume	Adjust color commentary volume with the slider.
Crowd Volume	Adjust crowd volume with the slider.
Music Volume	Adjust music volume with the slider.
Load Game Options	Load Game Options off a **memory card (8MB) (for PlayStation®2**.

Pressing the △ **button** at any time on this screen will cancel any changes and return you to the Main Menu. Pressing the ✕ **button** will bring up a menu asking if you would like to save your changes to a **memory card (8MB) (for PlayStation®2)**. Select Yes to save the changes, select No to accept the changes without saving them. When you start **NFL QB CLUB™ 2002** with that **memory card (8MB) (for PlayStation®2)** in **MEMORY CARD Slot 1**, your game options will automatically be set for you.

There are more options available once you select a game mode and when the game is paused. Note that these options are available In-Game and can be adjusted while playing as well.

CONTROLS

MENU CONTROLS

Highlight menu item	⬆/⬇ directional button
Change highlighted item	⬅/➡ directional button
Select/Accept Button	⊗ button
Return/Cancel Button	△ button
Toggle Option Button	○ button
Scroll to see more info	L1/L2/R1/R2 buttons
Help access	□ button

IN GAME CONTROLS

PLAY SELECT

Highlight Formation/Play	⬆/⬇ directional button /left analog stick
Select Play	⊗, ○, or □ button
Flip Play	R1 button
Back/Cancel	△ button

OFFENSE

PRE-SNAP OFFENSE

Snap Ball	⊗ button
Fake Hut	△ button
Audible	□ button, then ⊗, ○, △ or R1. □ again to cancel
Switch man (multiple offensive players only)	○ button
Pre-read receivers Left/Right/Back	Right analog stick
Player in motion	⬅/➡ directional button /left analog stick
Quiet the crowd	L2 button
Hurry to Line	⊗ button

RUNNING

Turbo/Shoulder Charge/Head Charge	Hold ⊗ button
Juke Left/Right	L1/R1 buttons
Dive	□ button
Hurdle/High Knees*	△ button
Spin**	○ button
Stiff Arm Left/Right	L2/R2 buttons

Celebrate (In open field)	**Right analog stick**

***High Knees only when defenders are behind the ball carrier.**

****Use the Directional buttons or Left analog stick to control the direction of the juke while the animation is playing.**

PASSING

Bring up receiver icons	**Automatic**
Throw to receiver	**✕, ○, △, □, R1 buttons**
Bullet/Lob	**Hold/Tap receiver button**
Pump Fake	**Hold L2 + any receiver button**
Throw Away	**R2 button**
Scramble (toggle)	**L1 button**

RECEIVING

Jump Catch	**△ button**
Dive Catch	**□ button**
Turbo	**✕ button**
Switch Player	**○ button**

POST PLAY

No Huddle (next play)	**L1 button (after whistle)**
Spike Ball (next play)	**R1 button (after whistle)**
Skip Animations to skip to Play Select Screen	**✕ button**

DEFENSE

PRE-SNAP DEFENSE

Switch man forward/backward	**○/✕ button**
Move Player	**directional button or left analog stick**
Audible	**□ button,** then **✕, ○, △** or **R1.** □ again to **cancel**
Pump up crowd	**L2 button**
Defensive line shift left / right	**L1/R1 button**

DEFENSE

Dive/Dive Tackle*	**□ button**
Switch to man closest to the ball	**○ button**
Jump/Deflect/Intercept	**△ button**
Turbo/bull rush/Up and Under**	**✕ button**

*** Depending on the range to the ball carrier, this will either do a wrap-up tackle, lunge tackle, or dive tackle.**

** When engaged with an opponent, turbo will bull rush when squared up and will execute up and under moves with the analog stick held at an angle.

SPECIAL TEAMS

KICKING/PUNTING

Change Kick Direction and Angle	←/→ to change the kick direction, ↑/↓ to change the kick angle
Start Kick/Set Power/Set Accuracy	⊗ button

KICK/PUNT RETURNS

Fair Catch	△ button

INSTANT REPLAY

Move Target	directional button/ left analog stick
Spin Around Target	Right analog stick
Play/Stop (toggle)	⊗ button
Slow Motion	Hold ⊗ button
Zoom Out	○ button
Zoom In	△ button
Analog Forward (Touch Sensitive)	R1 button
Analog Reverse (Touch Sensitive)	L1 button
Start of Replay	L2 button
End of Replay	R2 button
Exit Replay	START button
Help Overlay On/Off	Hold ▣ button

PLAYING A GAME

COIN TOSS

Once you take the field, a coin toss determines which team will kick and which will receive. The coin toss is called in the air by the visiting team. The team who loses the toss chooses which goal they wish to defend.

KICK OFF

You can aim your kick by moving the **directional buttons/left analog stick** ⬅, ➡, ⬆ or ⬇. Kick power is determined by when you press the ⊗ **button** in relation to where the power meter is at the time. Depending on mode of play, some or all of the following elements will be represented by the kick meter:

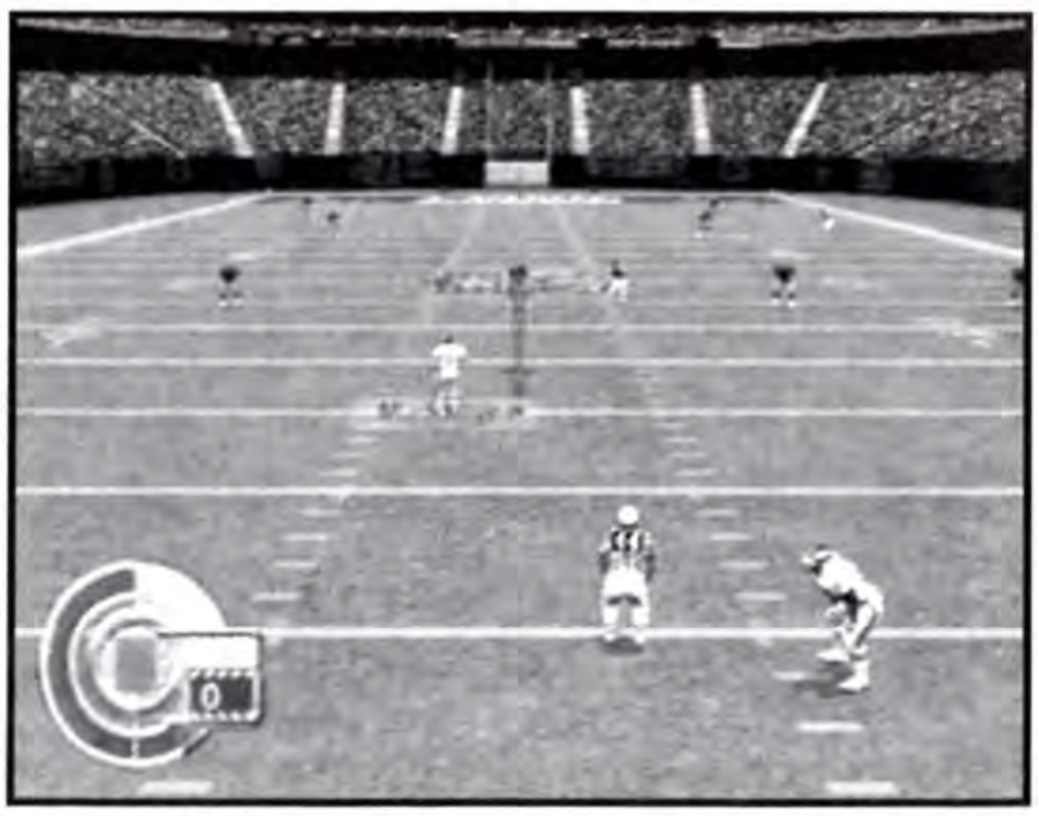
Ring Red zone: strength of kick or throw.

Ring Blue zone: accuracy of kick or throw.

Wind direction arrow: indicator of any wind.

Wind speed: indicator of how hard any wind is blowing.

Follow the same procedure for punts, field goals and extra points.

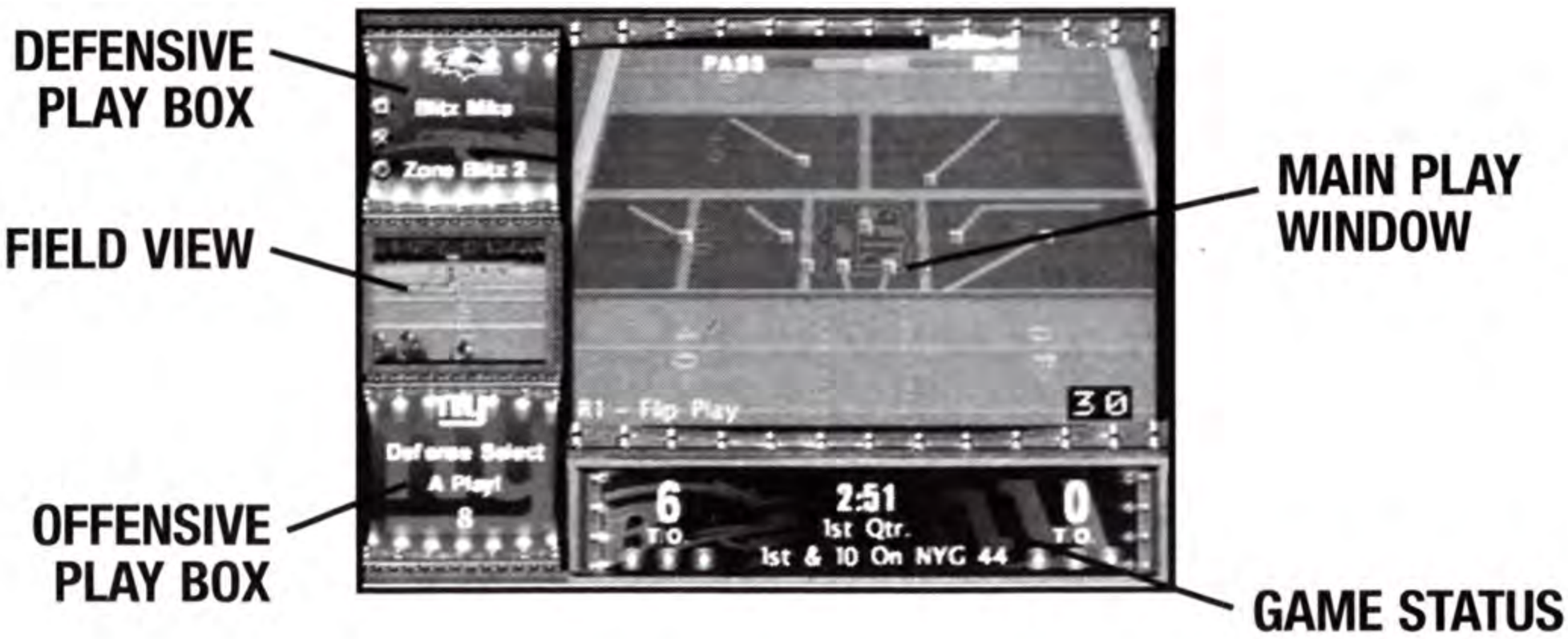


To kick a ball:

- **Left analog stick** to determine the intended direction and trajectory of the kick.
- The ⊗ **button** will activate the Ring. A carat will rotate through the Ring Red zone and then through the Ring Blue zone. Press the ⊗ **button** in the Ring Red zone to set the strength of the kick and press the ⊗ **button** again in the Ring Blue zone to set the accuracy of the kick.

The settings will then be executed. Note that this meter is used throughout the game including the QB Challenge listed below. The instructions for throwing work the same way.

CALLING PLAYS



The play call screen has five main areas. At the upper left is the defensive play select box. The window below that displays sideline activities. At the bottom is the offensive play select box. In the center is the main play window, which shows the currently highlighted plays for both offense and defense, including routes for receivers and the receiver Pass Tags (buttons). The game status area at the bottom of the screen displays the current game situation (score, down, yards to go, time remaining, etc.).

Pass Tags displayed in the main play window correspond with the buttons the quarterback will use to throw passes. Receivers or backs will be marked by the ⊗ **button**, △ **button**, ◎ **button**, ▣ **button**, or **R1** **button**. See page 11 for more information about passing.

TO CALL A PLAY

Offense has to make two selections: Formation and then a Play.
Defense has to make three selections: Formation, Deep Zone Coverage and then a Play.

- ↑ or ↓ on the **directional buttons/left analog stick** to scroll through the list of available options (note that more than four options and as few as one option may be available at any time). The highlighted option will be displayed on the main play window.
- ⊗ **button**, ◎ **button**, or ▣ **button** to select the list option next to that symbol in the list (to prevent your opponent from seeing your selection).
- △ **button** will back the option list to the previous list.

Once both sides have selected plays, the players will break their huddle and play will begin.

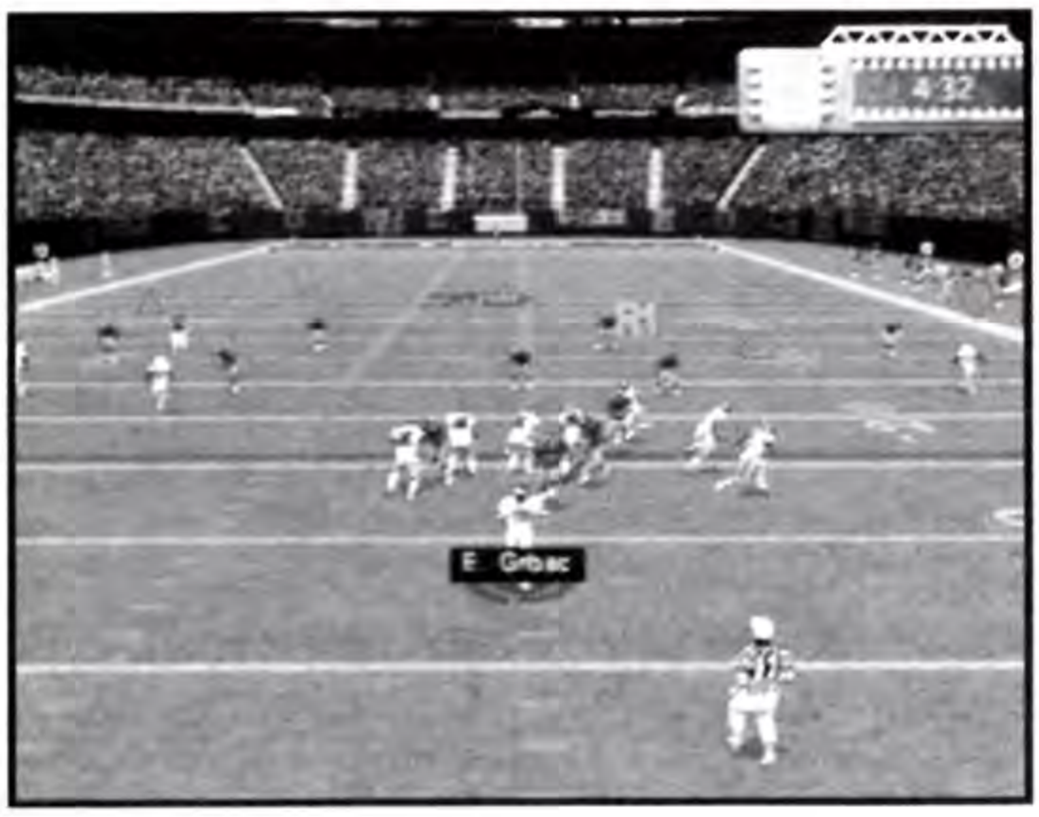
CONTROLLING PLAYERS

Single user on offense controls only the player with the ball (cannot switch).

Single user on defense, multiple users on defense, and users 2-4 on offense can cycle through eligible players with the ◉ **button** and the ⊗ **button**.

PASSING

The passing system allows you to control both how hard a pass is thrown and exactly where it's thrown. This allows the quarterback to respond to pass coverage dynamically. In the main play window during play selection, all eligible receivers will have corresponding Pass Tags (see page 10) that designate which button a quarterback will need to press to throw a pass to that receiver.



- Tapping the ⊗ **button**, △ **button**, ◉ **button**, ▣ **button**, or the R1 **button** will lob the ball to that receiver.
- Holding the ⊗ **button**, △ **button**, ◉ **button**, ▣ **button**, or the R1 **button** will bullet pass the ball to that receiver.
- Holding the L2 **button** + hitting any receiver button will pumpfake toward that receiver.

The CPU will control a non-user controlled player until the ball is caught. While the ball is in the air, pressing the ◉ **button** will select the intended receiver.

AUDIBLES

The Audibles function allows you to assign or reassign offensive and defensive hot keys. These settings can be used In-Game to respond to changes in the game's situation. This screen resembles the Play Call screen and functions similarly. There will be four offensive audible slots and four defensive audible slots, where the game status window normally is. Available defensive plays will be displayed in the upper left corner and available offensive plays will be displayed in the lower left corner.

- ⬆ or ⬇ and ⬅ or ➡ on the **directional buttons/left analog stick** to highlight which audible slot to modify.
- ⊗ **button** to select the highlighted audible.
- ⬆ or ⬇ on the **directional buttons/left analog stick** to scroll through play selection.
- ⊗ **button** to select the highlighted play for the highlighted audible slot.

- △ **button** to exit the Audibles screen and return to the Pause Menu.

To use Audibles in play, tap the ■ **button** to display the Audibles list and then tap the appropriate button to move players to a different formation.

GAME TYPES

EXHIBITION

A one-game contest between any two teams, Exhibition games don't count towards your record. Many of the screens, features and options available in this mode pertain to other modes, too, so take a moment to learn these basics. After selecting Exhibition, you'll come to the team select screen, showing two teams and their respective NFL ratings in the most important offensive and defensive categories. On the Team Select screen, the Visitors are on the left and the Home team is on the right.

- ← or → on the **directional buttons/left analog stick** to move team highlight.
- ↑ or ↓ on the **directional buttons/left analog stick** to scroll highlighted team.
- ↑ or ↓ on the **left analog stick** to scroll away team regardless of highlight.
- ↑ or ↓ on the **right analog stick** to scroll home team regardless of highlight.
- ⊗ **button** to accept team selection.

GAME OPTIONS

Quarter Length Set the length of quarters from three to 15 minutes.

Stadium Set the stadium to play in (defaults to home team selected).

Temperature Set the type of weather to play in (Random, Cold, Fair, Hot).

Precipitation Set the amount of precipitation to play in (Random, None, Low, Medium, High).

Wind Set the amount of wind to play in (Random, None, Low, Medium, High).

Time of Day Set the time of day (Early Afternoon, Late Afternoon, Dusk, Night).

A preview of the current stadium and weather conditions can be zoomed in and out by pressing the ◉ **button**.

SEASON

Do you have what it takes to claw your way to Super Bowl victory? Season play proves that every week counts in this game of inches. You can play each and every game every week, simulate games, or play only the choice match-ups. You can also manage the front office of any team you choose. After selecting Season play, you must decide to start a New Season or Continue a Season.

When you start a New Season there are some preliminary steps to go through.

TEAM SELECTION

The first step is to select which teams will be under human control by default throughout the season. After selecting New Season, you'll come to a Team Select screen, showing one team and its NFL ratings in the most important offensive and defensive categories.

- ⬅ or ➡ on the **directional buttons/left analog stick** to select team.
- ◉ **button** to mark or unmark a team for human control.
- ⊗ **button** to accept team selection.

SEASON SETUP

Quarter Length Set the length of quarters (from three to 15 minutes).

Pre-Season Determines whether your season will include preseason games. (On or Off).

Weather Determines whether your season will be affected by weather. (On or Off).

Injuries Determines whether players will be affected by injury during your season. (On or Off).

- ⬆ or ⬇ on the **directional buttons/left analog stick** to select options.
- ⬅ or ➡ on the **directional buttons/left analog stick** to change settings.
- ⊗ **button** to accept options and proceed to the Season Menu.

Note: Selecting New Season will delete any previously started Seasons from the internal RAM (NOT from your memory card (8MB) (for PlayStation®2).

When you select Continue Season, you can pick up a previously saved series from where you left off. This will load your saved series from your **memory card (8MB) (for PlayStation®2)**. You will then proceed to the Season Menu.

Note: If no data is found you will default to starting a New Season detailed above.

SEASON MENU

After the Season Setup screen, you'll advance to the Season Menu. Note that if Pre-Season is set to **ON**, you'll see the same menu but your choices will relate to Pre-Season play. Once you've selected a particular option, press the ▣ **button** (Help) for control details for that option.

League Schedule This screen details all the scheduled season games, including pre-season and playoff games. Press ➡ on the **directional button/left analog stick** to advance or ⬅ on the **directional button/left analog stick** to go back through the schedule. You can play or simulate any of the games for a given week. To mark a game for play, press the ◉ **button**.

Team Schedule View a list of each team's schedule, along with win/loss record for any weeks already past.

NFL Standings View teams standings within each conference and division to date.

Statistics Complete team stats for the season thus far.

General Manager Trade, and sign players and access custom creation features. See (page 21) for details. Additionally, Season Injury Reports and the ability to change Team Selections are available here as well.

Save Season Progress Presents options for saving or deleting the current playoffs and returning to the main menu.

PLAYING A SEASON

Once you've selected which game(s) you wish to play or simulate (using the League Schedule option), press the ⊗ **button**. The computer will simulate any games you didn't mark to play. To mark a game for play, press the ◉ **button**. You will then go to the controller select screen, where up to 4 players can decide which team they wish to control (by moving their controller under the team's logo). If you've marked multiple games to play in any given week, they are played in the order presented.

PLAYOFFS

For those who need an immediate adrenaline rush, jump straight into post-season play. Try to work your way up the playoff ladder to grab yourself a Super Bowl ring! Playoff levels from wild card all the way to the Super Bowl.

You can play all games in the playoffs, play only the games featuring a particular team, or have the computer simulate games.

- Select New Playoffs at the NFL Play screen to begin a new playoffs series. Doing so will delete any previously started Playoffs from the internal RAM (NOT from your **memory card (8MB) (for PlayStation®2)**.
- Select Continue Playoffs to pick up a previously saved series from where you left off. This series must first be loaded at the Save/Load screen.

PLAYOFF MENU

Playoff Schedule View the current playoff schedule by week. You can simulate or play any game. To mark a game for play, press the ◉ **button**. Press the ⊗ **button**. The computer will simulate any unmarked games, and you'll then go to game play.

Playoff Tree View the breakdown of wildcard, division and conference games leading to the Super Bowl.

NFL Standings View team standings within each conference and division to date.

Statistics Complete team stats for the season thus far.

General Manager Trade, and sign players and access custom creation features. See (page 21) for details. Additionally, Season Injury

Reports and the ability to change Team Selections are available here as well.

Save Season Progress Presents options for saving or deleting the current season and returning to the main menu.

SIMULATIONS

Create (or re-create) your very own great football moments through the magic and majesty of computer Simulation. In this mode, you set up the situation just as you want it, then try to make (or change!) history. After selecting Simulation, you'll come to the Team Select screen, showing two teams and their respective NFL ratings in the most important offensive and defensive categories.

On the Team Select screen, the Visitors are on the left and the Home team is on the right.

- ⬅ or ➡ on the **directional buttons/analog stick** to move team highlight.
- ⬆ or ⬇ on the **directional buttons/analog stick** to scroll highlighted team.
- ⬆ or ⬇ on the **left analog stick** to scroll away team regardless of highlight.
- ⬆ or ⬇ on the **right analog stick** to scroll home team regardless of highlight.
- ⊗ **button** to accept team selection and proceed to Custom Sims menu.

CUSTOM SIMS

Stadium Set the stadium to play in (defaults to home team selected).

Possession Set the teams on offense of defense (Home or Away).

Temperature Set the type of weather to play in (Random, Cold, Fair, Hot).

Precipitation Set the amount of precipitation to play in (Random, None, Low, Medium, High).

Wind Set the amount of wind to play in (Random, None, Low, Medium, High).

Time of Day Set the time of day (Early Afternoon, Late Afternoon, Dusk, Night).

Time Left Set the time remaining in the quarter.

Quarter Set the quarter to begin playing (1st, 2nd, 3rd, 4th, OT).

Yardline Set the yardline to begin playing (Home 1 to Away 1).

Hashmark Set the hashmark to begin playing (Center, Right, Left).

Down Set the down to begin play (1st, 2nd, 3rd, 4th)

Yards to Go Set the yards to 1st down.

Home Score Set the Home team's score.

Away Score Set the Visitor team's score.

Home TOs Set the Home team's number of Time Outs.

Away TOs Set the Away team's number of Time Outs.

- ⬆ or ⬇ on the **directional buttons/left analog stick** to select options.
- ⬅ or ➡ on the **directional buttons/left analog stick** to change settings.
- ⊗ **button** to accept options and proceed to the simulation.

PAUSE OPTIONS

Press the START **button** at any time while in any game mode to pause the action and bring up the Pause Options screen.

Resume Game Return to game play.

Time out Call a time out for your team.

Instant Replay View the most recent action in a variety of modes, including forward, reverse, and fast and slow motion. See page 8 for detailed controls.

Controller Select Switch which team you control.

Audibles Configure audible hot keys (see page 11 for more information).

Substitutions Reassign players in the depth chart into play. The Depth Position Roster is at the top of the screen and the Full Team Roster is at the bottom. Note that not all players can be assigned to any position.

- L1 or R1 **buttons** to toggle position listings in the depth position half of the screen.
- ⬆ or ⬇ on the **directional buttons/left analog stick** to scroll through players in the selected half of the screen.
- ⬅ or ➡ on the **directional buttons/left analog stick** to review attribute categories regardless of which half of the screen has been selected.
- ⊗ **button** selects the highlighted depth position and activates the roster half of the screen. Pressing the ⊗ **button** selects the highlighted player and places them in the highlighted depth position.

Game Options Adjust in-game options.

Team Statistics View comprehensive team stats.

Player Statistics View each player's stats.

Exit Game Quit the current game.

PRACTICE

Let's shake the off-season cobwebs from your game. Selecting this mode will bring you to the Team Selection screen. This screen shows two teams and their respective NFL ratings. On this Team Select screen, the offense will be on the right side of the screen and the defense will be on the left.

- ← or → on the **directional buttons** to move team highlight.
- ↑ or ↓ on the **directional buttons** to scroll highlighted team.
- ↑ or ↓ on the **left analog stick** to scroll away team regardless of highlight.
- ↑ or ↓ on the **right analog stick** to scroll home team regardless of highlight.
- ⊗ **button** to accept team selection and advance to Practice Options.

PRACTICE OPTIONS

Mode Choose Scrimmage to face the selected defense or select Offense Only to practice without facing a defense.

Yardline Selects what field position plays will be run from. Offensive and defensive ends of the field are denoted by OWN or OPP and a number.

Facility Set the stadium to practice in (defaults to the selected offense's home)

Temperature Set the type of weather to play in (Random, Cold, Fair, Hot)

Precipitation Set the amount of precipitation to play in (Random, None, Low, Medium, High)

Wind Set the amount of wind to play in (Random, None, Low, Medium, High)

Time of Day Set the time of day (Early Afternoon, Late Afternoon, Dusk, Night)

- ⊗ **button** to accept Practice Options and advance to Controller Selection
- ← or → on the **directional buttons** to move designate team controls.
- ⊗ **button** to accept team selection and enter Practice Mode.

Once you've set your options and chosen which team you wish to control, you'll see the Play Call screen, with a number of appropriate plays to choose from. Make your choice, then it's on to the field to master your attack!

Pausing Practice with the START **button** will bring up a slightly different In-Game menu that includes the following options:

Resume Practice Return to Practice (same as pressing the START **button** again).

Instant Replay Enter Instant Replay mode (see page 8 for detailed controls).

Call New Play Return to the Play Call screen (note that In-Game, tapping the L1 **button** will also do this).

Controller Select Reassign team control to different players.

Audibles Configure audible hot keys (see page 11 for more information).

Substitutions Reassign players in the depth chart into play.

Exit Game Leave Practice and return to the Main Menu.

QUARTERBACK CHALLENGE

In the Quarterback Challenge, eight members of the Quarterback Club compete to see who has the top quarterback skills. The winning QB gets $45,000, and the winner of each event gets $20,000, making the max you can win $125,000. Players can share a single controller or use up to four controllers using the Multi tap.

QUARTERBACK SELECTION

First, the quarterbacks that will participate in the challenge must be selected (players must select different QBs).

At the QB select screen, you'll see the quarterback's name, personal stats, and ratings in six categories:

Overall Relative rating of all stats combined.

Speed Overall quickness.

Agility Rates how nimble a QB is.

Acceleration Rates how fast a player can get in motion.

Accuracy Rates how accurately he throws.

Arm Strength Rates how far and fast he can throw.

- ← or → on the **directional buttons/left analog stick** to cycle through quarterbacks alphabetically.
- **R1 button** toggles hat options
- **R2 button** toggles sunglasses options
- **L1 button** toggles shorts and shoes options
- **L2 button** randomizes appearance options
- ⊗ **button** accepts the currently selected quarterback into the Challenge.

- △ **button** removes the last selected quarterback from the Challenge.

Continue selecting QBs until all eight slots are filled. If less than eight QBs are selected, pressing the START **button** will randomly fill in the extra slots.

QB CONTROL SELECT

Next, select which quarterback(s) each controller will control. Press ← or → **directional button/left analog stick** to move the highlight, then press the ⊗ **button** to select or deselect a player or press the △ **button** to return to Quarter Back Selection. Any QBs not assigned to a controller will be controlled by the CPU. Press the START **button** to begin challenge play.

PLAYING A CHALLENGE

There are four challenges. If you like, you can press the ⊗ **button** to skip the prologue for each event and to skip past any CPU controlled players. At the end of each event, a results screen shows the relative rankings of each quarterback for the event and then the overall Challenge standings.

Speed and Mobility

The first test is Speed and Mobility. In this challenge, the object is to quickly move through the course and throw at the target. The QB picks up the ball, then must maneuver through various obstacles (duck under a bar, dodge defender cutouts, and jump over a hurdle), then throw at a target. When the official blows the whistle, press the ⊗ **button** to start the timer.

- **Directional buttons/left analog stick** to maneuver the course.
- ⊗ **button** to clear the obstacles.

Once the player jumps the hurdle, an aiming icon will appear.

- **Directional buttons/left analog stick** to aim at the target.
- ⊗ **button** to throw.

There are time penalties for failing to clear bars, for knocking down cones, and for missing the target. There are time bonuses for hitting closer to the center of the target. There is also a time penalty for missing the target completely. Players are ranked by their total adjusted time. After the preliminary standings are displayed, the top two finishers will have a run-off.

Accuracy Event

In the Accuracy Event, there are three ball stations set up across the field. The first two stations have three footballs and the last station has one. When the official blows the whistle, a timer will start and the player will automatically run to the first station and pick up the first football.

- **Directional buttons/left analog stick** to aim at the target
- ⊗ **button** to throw.

The player will automatically move to retrieve each new football once a pass has hit a target or the ground. More points are awarded for hitting closer to the center of each target. Players are ranked by the total points accumulated and time used to complete all throws.

Long Distance Throw

Who's got what it takes to complete the long bomb? Find out in the Long Distance Throw. There are two rounds in this event with the best throw of the two being kept. When the official blows the whistle, the player will automatically drop back from the foul line.

- **Directional buttons/left analog stick** to move within the throwing area.
- ⊗ **button** will activate the throw Ring, which functions like the kick meter (described on page 9). A carat will rotate through the Ring Red zone and then through the Ring Blue zone. Press the ⊗ **button** in the Ring Red zone to set the strength of the throw and press the ⊗ **button** again in the Ring Blue zone to set the accuracy of the throw.

The throw will then be executed. Throws over 50 yards must remain within a 10-yard wide landing area. Throwing a ball outside the landing area or stepping out of the throwing area will result in a fault. Players are ranked by their longest throw. Points are awarded only for throws over 50 yards.

Read and Recognition

For a quarterback, the ability to read a defense and make a good decision regarding receivers can be the difference between post-season play and watching the playoffs from the couch. In this challenge, each player has four attempts to connect with one of several targets crisscrossing the field at once. On each attempt, two to four of the targets will display pass tags (described on page 10) and a yellow flag simulating eligible receivers. When the official blows the whistle, the player will automatically pick up the ball from the ball station and a 6 second timer will start counting down.

- **Directional buttons/left analog stick** to scan the field for pass tags.
- △ **button**, ○ **button**, or □ **button** corresponding to a pass tag to select a target.
- ⊗ **button** will always select a short dump-off target.

After a target is selected:

- **Directional buttons/left analog stick** to aim at the target.
- ⊗ **button** to throw.

More points are awarded for hitting the smaller rings of each target. Points are deducted for hitting incorrect targets. Longer distance targets are worth more points. Players are ranked by the total points accumulated.

GENERAL MANAGER

Be the cutthroat General Manager you always knew you could be! Hire superstars and cut the dead wood in this area.

Trade Players Swap position players between teams.

Free Agency Sign and release free agents.

Depth Charts How deep is your bench? Take a good look your player's abilities.

Create A Player Create a roster of custom players and romp to victory.

TRADE PLAYERS

Any player can be traded for another. Each team must carry a minimum of 11 players. Any trade which violates that minimum will not be allowed. Each of the teams involved in a trade will be on either the top or bottom half of the screen.

- L1 or R1 **buttons** to toggle position listings in the selected half of the screen.
- L2 or R2 **buttons** to toggle team listings in the selected half of the screen.
- ↑ or ↓ on the **directional button/left analog stick** to scroll through players in the selected half of the screen.
- ← or → on the **directional button/left analog stick** to review attribute categories in the selected half of the screen.
- ◎ **button** to toggle between team trading areas.
- ⊗ **button** moves selected players from one list to the other (direct player swap).

FREE AGENCY

Every NFL player and created player is available (or can be released to be made available) as a free agent to any team. The Free Agent Roster is at the top of the screen and the selected team is at the bottom.

- L1 or R1 **buttons** to toggle position listings in the selected half of the screen.
- L2 or R2 **buttons** to toggle team listings in the selected half of the screen.
- ↑ or ↓ on the **directional button/left analog stick** to scroll through players in the selected half of the screen.
- ← or → on the **directional button/left analog stick** to review attribute categories in the selected half of the screen.
- ◎ **button** to toggle between team and free agent areas.
- ⊗ **button** moves a player from one list to the other (signs a free agent or releases a player).

DEPTH CHARTS

This feature allows you to really dig down and get to know your players' abilities inside and out. The Depth Position Roster is at the top of the screen and the Full Team Roster is at the bottom. Note that not all players can be assigned to any position.

- **L1** or **R1** **buttons** to toggle position listings in the selected half of the screen.
- **L2** or **R2** **buttons** to toggle team listings in the selected half of the screen.
- ⬆ or ⬇ on the **directional button/left analog stick** to scroll through players in the selected half of the screen.
- ⬅ or ➡ on the **directional button/left analog stick** to review attribute categories regardless of which half of the screen has been selected.
- ⊗ **button** selects the highlighted depth position and activates the roster half of the screen. Pressing the ⊗ **button** selects the highlighted player and places them in the highlighted depth position.

CREATE A PLAYER

Create up to 22 custom players. Once a player is created and finalized he goes into the free agent pool. Players can be imported into any team by selecting the Free Agency option (see page 22).

After creating the player, the user will be asked to "Create and Save" or to "Create without Saving". If they choose to Create and Save, the player will be saved to the memory card and can be used whenever the game is loaded. If the user selects Create without Saving, the player will remain in memory until the PlayStation®2 computer entertainment system is turned off. As a bonus,if you create a custom QB, he will be available to compete in the Quarterback Challenge.

There are three phases to creating or modifying a custom player:
Personal profile (name, height, weight, position, jersey #, etc.).
Physical profile (helmet, pads, gloves, and other equipment).
Statistical profile (960 points to distribute)

- ⬆ or ⬇ on the **directional buttons/left analog stick** will scroll through options.
- ⬅ or ➡ on the **directional buttons/left analog stick** will modify the selected attribute.
- START **button** will advance from one phase to the next.

There are three phases to creating or modifying a custom player:

Personal information (name, height, weight, position, jersey, etc.)

First Name – pressing the ⊗ **button** proceeds to a keyboard screen to enter a name

Last Name – pressing the ⊗ **button** proceeds to a keyboard screen to enter a name

Position (QB, HB, FB, TE, WR, T, G, C, DE, DT, LB, CB, S, K, P)

Jersey # (0-99)

Birthday(1/1/1850 to 12/31/1984) – pressing the ⊗ **button** to cycle to the month, day, and year. ⬆ or ⬇ on the **directional button/left analog stick** to set a particular month, day, and year.

Experience (Rookie to 31 years)

Body Type (default, heavy, muscular, thin, average)

Height (5'4" to 7'0")

Weight (145lbs. to 400lbs.)

Skin Tone (light to dark)

Hand (right or left)

Kick Returner (no or yes)

Physical profile (helmet, pads, gloves, and other equipment)

Facemask (normal, lineman, kicker, linebacker, running back).

Visor (none, dark, clear)

Chinstrap (high or low)

Eyeblack (no or yes)

Nasal Strip (no or yes)

Neck/Collar (none, small, large)

Long Sleeves (normal or long)

Elbow Pads (none, turf tape, white, neoprene, team color)

Wrist Bands (none, white, team color, large)

Gloves (none, finger tape, lineman, receiver gray, receiver team color)

Shoe Tape (no or yes)

Statistical profile – Pressing the **L1 button** will lower an attribute by 10 and pressing the **R1 button** will raise an attribute by 10. The following is a list of attributes that can be modified. Up to 12 will be available depending on the position of the player being created.

Speed	*Recognition*	*Pass Block*
Agility	*Arm Strength*	*Jumping*
Power	*Accuracy*	*Zone Cover*
Acceleration	*Clutch*	*Man Cover*
Stamina	*Hands*	*Leg Strength*
Durability	*Catching*	
Discipline	*Run Block*	

NOTES

NOTES

STATS, INC., THE SOURCE FOR THE NUMBERS BEHIND THE GAME.

STATS INC.

1-800-63-STATS

WWW.STATS.COM

For the hottest hints and codes
on **ACCLAIM Titles**:

Please call **1-900-407-Tips(8477)**

The cost of the call is $.95 per minute.
You must be 18 or have parental
permission and have
a touch-tone phone.

ACCLAIM® LIMITED WARRANTY

ACCLAIM warrants to the original purchaser only of this ACCLAIM software product that the medium on which this software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This ACCLAIM software program is sold "as is," without express or implied warranty of any kind, and ACCLAIM is not liable for any losses or damages of any kind resulting from use of this program. ACCLAIM agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any ACCLAIM software product, postage paid, with proof of date of purchase, at its Factory Service Center. Replacement of the software product, free of charge to the original purchaser (except for the cost of returning the software product) is the full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the ACCLAIM software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACCLAIM. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ACCLAIM BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ACCLAIM SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

Repairs/Service after Expiration of Warranty–If your software product requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

Acclaim Hotline/Consumer Service Department (516) 759-7800

The NFL Quarterback Club is a trademark of the National Football League. © 2001 NFLP. Team names and logos are trademarks of the teams indicated. All other (NFL-related marks) are trademarks of the National Football League and NFL Properties. Officially licensed product of PLAYERS INC. The PLAYERS INC. logo is a registered trademark of the NFL players. www.nflplayers.com © 2001 PLAYERS INC. Acclaim® & © 2001 Acclaim Entertainment, Inc. All Rights Reserved. Developed by Acclaim Studios Austin. All Rights Reserved. Dolby and the double-D symbol are trademarks of Dolby Laboratories. Extreme-G™ 3 and Acclaim® & © 2001 Acclaim Entertainment, Inc. All Rights Reserved. Developed by Acclaim Studios Cheltenham. All Rights Reserved. Marketed by Acclaim. Distributed by Acclaim Distribution, Inc., One Acclaim Plaza Glen Cove, NY 11542-2777.

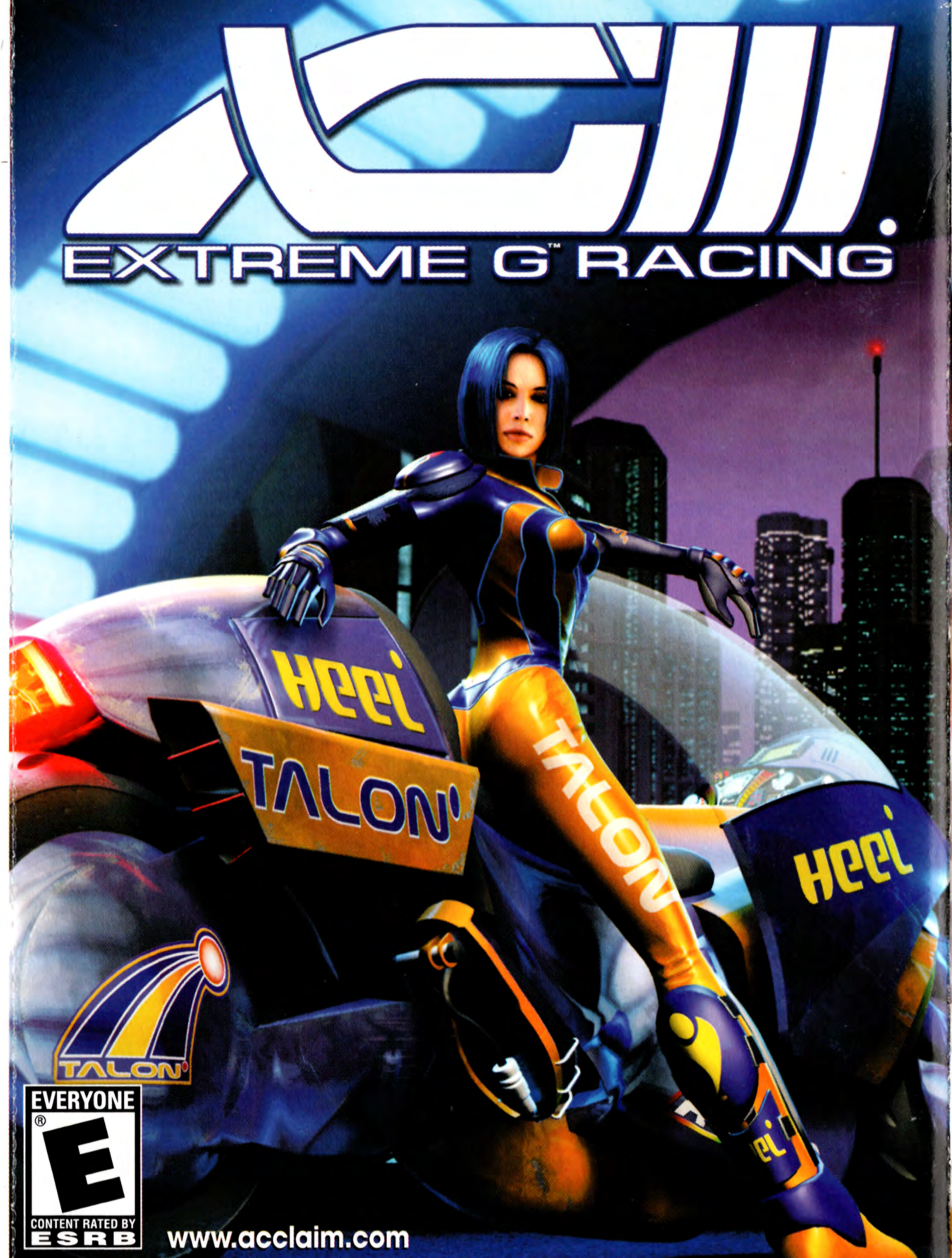
www.acclaimsports.com

www.nfl.com

www.nflplayers.com

LOOK FOR!

XGIII.
EXTREME G™ RACING



EVERYONE
E
CONTENT RATED BY ESRB

www.acclaim.com

Acclaim® & © 2001 Acclaim Entertainment, Inc. All Rights Reserved. Marketed by Acclaim.
Distributed by Acclaim Distribution, Inc., One Acclaim Plaza, Glen Cove, NY 11542-2777.

Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

Acclaim